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1 **Supercomputer experts predict expansive growth**
Perry, T.S.; Zorpette, G.;
Spectrum, IEEE , Volume: 26 , Issue: 2 , Feb. 1989
Pages:26 - 33

[Abstract] [PDF Full-Text (2348 KB)] IEEE JNL

2 **Inferno**
Dorward, S.; Pike, R.; Presotto, D.L.; Ritchie, D.; Trickey, H.; Winterbottom, P.;
Compcon '97. Proceedings, IEEE , 23-26 Feb. 1997
Pages:241 - 244

[Abstract] [PDF Full-Text (344 KB)] IEEE CNF

3 **Using Distributed Microprocessor Systems In Marine Applications**
Swift, S.;
OCEANS , Volume: 15 , Aug 1983
Pages:150 - 154

[Abstract] [PDF Full-Text (440 KB)] IEEE CNF

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1 **Evidence driven object identification in procedural code**
Kontogiannis, K.; Patil, P.;
Software Technology and Engineering Practice, 1999. STEP '99. Proceedings , 30 Aug.-2 Sept. 1999
Pages:12 - 21

[Abstract] [PDF Full-Text (1300 KB)] IEEE CNF

2 **The box: a replacement for files**
Ballesteros, F.J.; Arevalo, S.;
Hot Topics in Operating Systems, 1999. Proceedings of the Seventh Workshop on , 29-30 March 1999
Pages:24 - 29

[Abstract] [PDF Full-Text (64 KB)] IEEE CNF

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1 **The object-oriented machine: DOOM**
Odijk, E.A.M.;
Knowledge Manipulation Engines, IEE Colloquium on , 4 Feb 1988
Pages:3/1 - 3/5

[Abstract] [PDF Full-Text (260 KB)] **IEE CNF**

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2 **Machine translation of conversation on the digitized battlefield**
Moody, J.; Steinbrecher, E.; Frederking, R.; Black, A.; Brown, R.;
Military Communications Conference, 2001. MILCOM 2001. Communications for Network-Centric Operations: Creating the Information Force. IEEE , Volume: 1 , 28-31 Oct. 2001
Pages:635 - 639 vol.1

[Abstract] [PDF Full-Text (210 KB)] **IEEE CNF**

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3 **Evidence driven object identification in procedural code**
Kontogiannis, K.; Patil, P.;
Software Technology and Engineering Practice, 1999. STEP '99. Proceedings , 30 Aug.-2 Sept. 1999
Pages:12 - 21

[Abstract] [PDF Full-Text (1300 KB)] **IEEE CNF**

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1 **The Internet as an enabler for dynamic pricing of goods**
Jayaraman, V.; Baker, T.;
Engineering Management, IEEE Transactions on , Volume: 50 , Issue: 4 , Nov. 2003
Pages:470 - 477

[Abstract] [PDF Full-Text (301 KB)] IEEE JNL

2 **Giving customers the car they want [automotive order-fulfillment strategy]**
Brabazon, P.; MacCarthy, B.;
Manufacturing Engineer , Volume: 83 , Issue: 1 , Feb.-March 2004
Pages:26 - 29

[Abstract] [PDF Full-Text (836 KB)] IEE JNL

3 **Driving digital manufacturing to reality**
Brown, R.G.;
Simulation Conference Proceedings, 2000. Winter , Volume: 1 , 10-13 Dec. 2000
Pages:224 - 228 vol.1

[Abstract] [PDF Full-Text (600 KB)] IEEE CNF

4 **Using real time dispatcher as a decision-making support system to resolve overlapping dispatching problem in FAB manufacturing**
Ying-Jen Chen; Kuo-Sung Huang; Will Chen; Yu-Ja Hsu;
Semiconductor Manufacturing Symposium, 2001 IEEE International , 8-10 Oct. 2001
Pages:63 - 66

[Abstract] [PDF Full-Text (242 KB)] IEEE CNF

5 **Sequencing heuristic for flexible assembly systems with mixed volume production and stochastic processing times**
Gusikhin, O.; Caprihan, R.; Stecke, K.E.;
Management of Engineering and Technology, 1999. Technology and Innovation Management. PICMET '99. Portland International Conference on , Volume: 1 , 25-29 July 1999
Pages:314 vol.1

[Abstract] [PDF Full-Text (112 KB)] IEEE CNF

6 **An automotive perspective on mass customization - can we virtually build to order?**
Hawkins, B.;
Mass Customization: Turning Customer Differences into Business Advantages, IEE Seminar on (Digest No. 2003/10031) , 27 Feb. 2003
Pages:3/1 - 3/3

[Abstract] [PDF Full-Text (1327 KB)] IEE CNF

7 **A reinforcement learning approach to production planning in the fabrication/fulfillment manufacturing process**
Cao, H.; Xi, H.; Smith, S.F.;
Simulation Conference, 2003. Proceedings of the 2003 Winter , Volume: 2 , 7-10 Dec. 2003
Pages:1417 - 1423 vol.2

[Abstract] [PDF Full-Text (589 KB)] IEEE CNF

8 **Joint product development implementation: an empirical study**
Temponi, C.; Lambert, T.;
Engineering Management Conference, 2002. IEMC '02. 2002 IEEE International , Volume: 2 , 18-20 Aug. 2002
Pages:725 - 730 vol.2

[Abstract] [PDF Full-Text (492 KB)] IEEE CNF

9 **Managing outsourcing in a joint development environment: impact on innovation and new product development process**
Temponi, C.; Lambert, T.;
Change Management and the New Industrial Revolution, 2001. IEMC '01 Proceedings. , 7-9 Oct. 2001
Pages:335 - 340

[Abstract] [PDF Full-Text (589 KB)] IEEE CNF

10 **The influence of manufacturing paradigms on system development methodologies**
Coleman, D.S.;
Computer Software and Applications Conference, 1989. COMPSAC 89., Proceedings of the 13th Annual International , 20-22 Sept. 1989
Pages:776

[Abstract] [PDF Full-Text (72 KB)] IEEE CNF

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1 Implementation and performance of integrated application-controlled file caching, prefetching, and disk scheduling
Pei Cao, Edward W. Felten, Anna R. Karlin, Kai Li
November 1996 **ACM Transactions on Computer Systems (TOCS)**, Volume 14 Issue 4
Full text available: pdf(609.00 KB) Additional Information: full citation, abstract, references, citings, index terms

As the performance gap between disks and micropocessors continues to increase, effective utilization of the file cache becomes increasingly immportant. Application-controlled file caching and prefetching can apply application-specific knowledge to improve file cache management. However, supporting application-controlled file caching and prefetching is nontrivial because caching and prefetching need to be integrated carefully, and the kernel needs to allocate cache blocks among processes ap ...

Keywords: application-controlled resource management, disk scheduling, file caching, file prefetching

2 Information technology, process reengineering, and performance measurement: a balanced scorecard analysis of Compaq computer corporation
William F. Wright, Rodney Smith, Ryan Jesser, Mark Stupeck
February 1999 **Communications of the AIS**
Full text available: pdf(284.66 KB) Additional Information: full citation, references, index terms

3 SIGIR 2 - Information retrieval systems: Applications of relational data structure models in man-machine systems
Robert C. Gammill
August 1972 **Proceedings of the ACM annual conference - Volume 1**
Full text available: pdf(713.12 KB) Additional Information: full citation, abstract, references

A character string manipulation language has been created, on a pilot study basis, in order to investigate the use of associative data structures in man-machine communication. The data structure, implemented by hash coding, is used to model the environment in which communication is carried out. Examples are given which indicate that much more flexible man-machine systems can be achieved through use of such models.

Keywords: associative, data structure, interactive communication, models, programming language, relational

4 A case study in system integration using the Build approach
David J. Schultz
January 1979 **Proceedings of the 1979 annual conference**
Full text available: pdf(861.31 KB) Additional Information: full citation, abstract, references, citings, index terms

An approach to software system integration used at Computer Sciences Corporation (CSC) is described and compared with established approaches to system integration. The approach presented here is evolutionary in nature: system functions are integrated and demonstrated to the customer in a series of successive system increments referred to as "Builds". The order of integration is essentially top-down with vertical slicing, i.e., functional capabilities are demonstrated to the cust ...

5 Heraclitus: elevating deltas to be first-class citizens in a database programming language
Shahram Ghandeharizadeh, Richard Hull, Dean Jacobs
September 1996 **ACM Transactions on Database Systems (TODS)**, Volume 21 Issue 3
Full text available: pdf(3.76 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Traditional database systems provide a user with the ability to query and manipulate one database state, namely the current database state. However, in several emerging applications, the ability to analyze "what-if" scenarios in order to reason about the impact of an update (before committing that update) is of paramount importance. Example applications include hypothetical database access, active database management systems, and version management, to name a few. The central th ...

Keywords: active databases, deltas, execution model for rule application, hypothetical access, hypothetical database state

6 Automated proofs of object code for a widely used microprocessor
Robert S. Boyer, Yuan Yu
January 1996 **Journal of the ACM (JACM)**, Volume 43 Issue 1
Full text available: pdf(2.41 MB) Additional Information: full citation, references, citings, index terms, review

Keywords: Ada, Boyer-Moore logic, C, Common Lisp, MC68xxx, Nqthm, automated reasoning, formal methods, machine code, mechanical theorem proving, object code, program proving, program verification

7 Architecture support for single address space operating systems
Eric J. Koldinger, Jeffrey S. Chase, Susan J. Eggers
September 1992 **ACM SIGPLAN Notices , Proceedings of the fifth international conference on Architectural support for programming languages and operating systems**, Volume 27 Issue 9
Full text available: pdf(1.39 MB) Additional Information: full citation, references, citings, index terms

8 Architectural support for translation table management in large address space machines
Jerry Huck, Jim Hays
May 1993 **ACM SIGARCH Computer Architecture News , Proceedings of the 20th annual international symposium on Computer architecture**, Volume 21 Issue 2
Full text available: pdf(1.34 MB) Additional Information: full citation, abstract, references, citings, index terms

Virtual memory page translation tables provide mappings from virtual to physical addresses. When the hardware controlled Translation Lookaside Buffers (TLBs) do not contain a translation, these tables provide the translation. Approaches to the structure and management of these tables vary from full hardware implementations to complete software based algorithms. The size of the virtual address space used by processes is rapidly growing beyond 32 bits of address. As the utilized ad ...

9 Options for dynamic address translation in COMAs
Xiaogang Qiu, Michel Dubois
April 1998 **ACM SIGARCH Computer Architecture News , Proceedings of the 25th annual international symposium on Computer architecture**, Volume 26 Issue 3
Full text available: pdf(1.37 MB) Publisher Site Additional Information: full citation, abstract, references, citings, index terms

In modern processors, the dynamic translation of virtual addresses to support virtual memory is done before or in parallel with the first-level cache access. As processor technology improves at a rapid pace and the working sets of new applications grow insatiably the latency and bandwidth demands on the TLB (Translation Lookaside Buffer) are getting more and more difficult to meet. The situation is worse in multiprocessor systems, which run larger applications and are plagued by the TLB consiste ...

10 News
Douglas Blank
December 2000 **Intelligence**, Volume 11 Issue 4
Full text available: pdf(684.07 KB) html(33.30 KB) Additional Information: full citation, index terms

11 Virtual memory and backing storage management in multiprocessor operating systems using object-oriented design techniques
V. F. Russo, R. H. Campbell
September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 24 Issue 10
Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings, index terms

The Choices operating system architecture [3, 4, 15] uses class hierarchies and object-oriented programming to facilitate the construction of customized operating systems for shared memory and networked multiprocessors. The software is being used in the Tapestry Parallel Computing Laboratory at the University of Illinois to study the performance of algorithms, mechanisms, and policies for parallel systems. This paper describes the architectural design and class hierarchy of ...

12 UTLB: a mechanism for address translation on network interfaces
Yuqun Chen, Angelos Bilas, Stefanos N. Damianakis, Cezary Dubnicki, Kai Li
October 1998 **Proceedings of the eighth international conference on Architectural support for programming languages and operating systems**, Volume 33 , 32 Issue 11 , 5
Full text available: pdf(1.76 MB) Additional Information: full citation, abstract, references, citings, index terms

An important aspect of a high-speed network system is the ability to transfer data directly between the network interface and application buffers. Such a *direct data path* requires the network interface to "know" the virtual-to-physical address translation of a user buffer, *i.e.*, the physical memory location of the buffer. This paper presents an efficient address translation architecture, User-managed TLB (UTLB), which eliminates system calls and device interrupts from the common co ...

13 Proof construction and non-commutativity: a cluster calculus
Claudia Faggian
September 2000 **Proceedings of the 2nd ACM SIGPLAN international conference on Principles and practice of declarative programming**
Full text available: pdf(568.82 KB) Additional Information: full citation, references, citings, index terms

Keywords: focalization, linear logic, logic programming, non-commutative logic, proof search

14 Item-based top-*N* recommendation algorithms
Mukund Deshpande, George Karypis
January 2004 **ACM Transactions on Information Systems (TOIS)**, Volume 22 Issue 1
Full text available: pdf(240.81 KB) Additional Information: full citation, abstract, references, index terms

The explosive growth of the world-wide-web and the emergence of e-commerce has led to the development of *recommender systems*---a personalized information filtering technology used to identify a set of items that will be of interest to a certain user. User-based collaborative filtering is the most successful technology for building recommender systems to date and is extensively used in many commercial recommender systems. Unfortunately, the computational complexity of these methods grows l ...

Keywords: e-commerce, predicting user behavior, world wide web

15 Dynamic translation: Retargetable and reconfigurable software dynamic translation
K. Scott, N. Kumar, S. Velusamy, B. Childers, J. W. Davidson, M. L. Soffa
March 2003 **Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization**
Full text available: pdf(1.14 MB) Publisher Site Additional Information: full citation, abstract, references, index terms

Software dynamic translation (SDT) is a technology that permits the modification of an executing program's instructions. In recent years, SDT has received increased attention, from both industry and academia, as a feasible and effective approach to solving a variety of significant problems. Despite this increased attention, the task of initiating a new project in software dynamic translation remains a difficult one. To address this concern, and in particular, to promote the adoption of SDT techn ...

16 High-bandwidth address translation for multiple-issue processors
Todd M. Austin, Gurindar S. Sohi
May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture**, Volume 24 Issue 2
Additional Information:

Full text available: pdf(1.56 MB) [full citation, abstract, references, citings, index terms]

In an effort to push the envelope of system performance, microprocessor designs are continually exploiting higher levels of instruction-level parallelism, resulting in increasing bandwidth demands on the address translation mechanism. Most current microprocessor designs meet this demand with a multi-ported TLB. While this design provides an excellent hit rate at each port, its access latency and area grow very quickly as the number of ports is increased. As bandwidth demands continue to increase ...

17 Exokernel: an operating system architecture for application-level resource management

D. R. Engler, M. F. Kaashoek, J. O'Toole

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

Full text available: pdf(2.16 MB) Additional Information: full citation, references, citings, index terms

18 Lightweight shared objects in a 64-bit operating system

Jeffrey S. Chase, Henry M. Levy, Edward D. Lazowska, Miche Baker-Harvey

October 1992 **ACM SIGPLAN Notices , conference proceedings on Object-oriented programming systems, languages, and applications**, Volume 27 Issue 10

Full text available: pdf(2.08 MB) Additional Information: full citation, references, citings, index terms

19 Extensibility safety and performance in the SPIN operating system

B. N. Bershad, S. Savage, P. Pardyak, E. G. Sirer, M. E. Fiuczynski, D. Becker, C. Chambers, S. Eggers

December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5

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20 Sharing and protection in a single-address-space operating system

Jeffrey S. Chase, Henry M. Levy, Michael J. Feeley, Edward D. Lazowska

November 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 4

Full text available: pdf(2.87 MB) Additional Information: full citation, abstract, references, citings, index terms

This article explores memory sharing and protection support in Opal, a single-address-space operating system designed for wide-address (64-bit) architectures. Opal threads execute within protection domains in a single shared virtual address space. Sharing is simplified, because addresses are context independent. There is no loss of protection, because addressability and access are independent; the right to access a segment is determined by the protection domain in which a thread executes. T ...

Keywords: 64-bit architectures, capability-based systems, microkernel operating systems, object-oriented database systems, persistent storage, protection, single-address-space operating systems, wide-address architectures

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1 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3
Full text available: pdf(15.01 MB) Additional Information: full citation, references, citings

2 A high level computer control language
Robert Trueman Tomlinson
October 1976 **Proceedings of the annual conference**
Full text available: pdf(541.67 KB) Additional Information: full citation, abstract, references, index terms

A set of primitive operators is described for directing the progress of a computer job. These primitive operators form the core of a high level language, based on the ALGOL-60 syntax, intended to be used as a replacement for existing job control languages. The language is described in terms that are generally independent of any particular existing operating system. The significant properties of a compiler and macro processor for the control language are described. Particular emphasis is giv ...

3 Session 5: System customization: SPIN: an extensible microkernel for application-specific operating system services
Brian N. Bershad, Craig Chambers, Susan Eggers, Chris Maeda, Dylan McNamee, Przemyslaw Pardyak, Stefan Savage, Emin Gün Sirer
September 1994 **Proceedings of the 6th workshop on ACM SIGOPS European workshop: Matching operating systems to application needs**
Full text available: pdf(352.62 KB) Additional Information: full citation, abstract, references, citings

Application domains such as multimedia, databases, and parallel computing, require operating system services with high performance and high functionality. Existing operating systems provide fixed interfaces and implementations to system services and resources. This makes them inappropriate for applications whose resource demands and usage patterns are poorly matched by the services provided. The *SPIN* operating system enables system services to be defined in an application-specific fashion ...

4 SPIN—an extensible microkernel for application-specific operating system services
Brian N. Bershad, Craig Chambers, Susan Eggers, Chris Maeda, Dylan McNamee, Przemyslaw Pardyak, Stefan Savage, Emin Gün Sirer
January 1995 **ACM SIGOPS Operating Systems Review**, Volume 29 Issue 1
Full text available: pdf(319.67 KB) Additional Information: full citation, abstract, citings, index terms

Application domains such as multimedia, databases, and parallel computing, require operating system services with high performance and high functionality. Existing operating systems provide fixed interfaces and implementations to system services and resources. This makes them inappropriate for applications whose resource demands and usage patterns are poorly matched by the services provided. The *SPIN* operating system enables system services to be defined in an application-specific fashion ...

5 Compared anatomy of the programming languages Pascal and C
V Hayward
May 1986 **ACM SIGPLAN Notices**, Volume 21 Issue 5
Full text available: pdf(876.54 KB) Additional Information: full citation, abstract, index terms

The programming languages PASCAL and C belong to the class of algorithmic compiled languages, and feature comparable facilities. The syntax of C is more regular and enjoys less restrictions than that of PASCAL. Consequently, the syntax of C is significantly simpler than that of the PASCAL language. The design differences are particularly apparent as far as data types, operators, and system interface are concerned. PASCAL implements abstract data types (booleans, sets), whereas C defines data typ ...

6 A flow oriented computer system simulation language
William R. Franta
January 1971 **Proceedings of the 1971 26th annual conference**
Full text available: pdf(1.02 MB) Additional Information: full citation, abstract, references, index terms

This paper describes a language expressly designed for the simulation of operating system software. A carefully selected portion of the modeling machinery has been incorporated into the language so that the user need only be concerned with the operating system logic in constructing the modeling program. The modeling statements, as input to the assembly portion of the package result in the generation of a series of tables and pseudo code segments which are acted upon interpretatively during ...

Keywords: Flow-oriented, Multiprocessing systems, Multiprogramming, Operating system development, Simulation languages, Simulation of operating systems

7 Some experience in building portable software
Max Stern
May 1978 **Proceedings of the 3rd international conference on Software engineering**
Full text available: pdf(671.27 KB) Additional Information: full citation, abstract, references, citings, index terms

Several authors have discussed methodology for making software portable, but less has been written about the specific components of programs which are likely to be system-dependent. This paper is based on several years of successful experience in making a major software product (MARK IV) transportable among many operating systems and machines. The product is implemented in assembly language and developed on a single support system for all of the "target" systems. The specific strategies and ...

Keywords: Architectural families, Information hiding, Input/output, Modularity, Purposeful structuring, Software portability, System dependencies

8 GEORGE 3—A general purpose time sharing and operating system

M. D. Oestreicher, M. J. Bailey, J. I. Strauss
November 1967 **Communications of the ACM**, Volume 10 Issue 11
Full text available: pdf(1.28 MB) Additional Information: full citation, abstract, references, index terms

An Operating System is described which will run on a wide variety of configurations of the I.C.T. 1900, and can handle a large number of online console users while at the same time running several offline (background) jobs. The system is not oriented towards either mode and can be either a batch processing system (such as the ATLAS Supervisor, IBSYS, or GECOS), or a multiaccess system (resembling, to the user, CTSS or MULTICS), or both simultaneously, depending on the installation, which ca ...

9 Programming systems and languages 1965-1975
Saul Rosen
July 1972 **Communications of the ACM**, Volume 15 Issue 7
Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, references, citings

In spite of impressive gains by PL/I, Fortran and Cobol remain the languages in which most of the world's production programs are written and will remain so into the foreseeable future. There is a great deal of theoretical interest in Algol 68 and in extensible languages, but so far at least they have had little practical impact. Problem-oriented languages may very well become the most important language development area in the next five to ten years. In the operating system area all major ...

Keywords: history, languages, multiprogramming, operating systems, programming systems

10 Languages: Lisaac: the power of simplicity at work for operating system
Benoît Sonntag, Dominique Colnet
February 2002 **Proceedings of the Fortieth International Confernece on Tools Pacific: Objects for internet, mobile and embedded applications - Volume 10**
Full text available: pdf(664.68 KB) Additional Information: full citation, abstract, references, index terms

The design as well as the implementation of the Isaac operating system (Sonntag 2000) led us to set up a new programming language named Lisaac. Many features from the Lisaac language come from the Self programming language (Ungar & Smith 1987). Comparing to Self's skills, Lisaac integrates communications protection mechanisms as well as other tools related to operating systems' design. System interruptions support as well as drivers memory mapping have been considered in the design of Lisaac. Th ...

Keywords: object model, operating system, prototype, self

11 A virtual operating system
Dennis E. Hall, Deborah K. Scherrer, Joseph S. Sventek
September 1980 **Communications of the ACM**, Volume 23 Issue 9
Full text available: pdf(931.85 KB) Additional Information: full citation, abstract, references, citings

Moving to a new system is costly and error-prone. The problem can be reduced through use of a virtual operating system that disentangles computing environments from their underlying operating systems. The authors report on their successful experience in doing this and achieving inter-system uniformity at all three levels of user interface: virtual machine, utilities, and command language.

Keywords: command languages, computing environments, functional equivalence of operating systems, moving costs, operating systems, system utilities, user interface, user mobility, virtual machines

12 Multilevel operating systems
William Orchard-Hays
March 1966 **Communications of the ACM**, Volume 9 Issue 3
Full text available: pdf(238.74 KB) Additional Information: full citation, abstract, citings

The basic software for all newer computers is built on the well-established need for standard operating systems. This implies that all applications—no matter how large, complex or time consuming—must operate under (or, more precisely, on top of) the standard system. Large applications require supervisory monitors which handle problems similar to those of the operating systems, but at a different level. Sometimes, still a third or even a fourth such level is required o ...

13 Computer simulation—discussion of the technique and comparison of languages
Daniel Teichroew, John Francis Lubin
October 1966 **Communications of the ACM**, Volume 9 Issue 10
Full text available: pdf(2.23 MB) Additional Information: full citation, abstract, references, citings

The purpose of this paper is to present a comparison of some computer simulation languages and of some of the packages by which each is implemented. Some considerations involved in comparing software packages for digital computers are discussed in Part I. The issue is obvious: users of digital computers must choose from available languages or write their own. Substantial costs can occur, particularly in training, implementation and computer time if an inappropriate language is chosen. More ...

14 COOL: kernel support for object-oriented environments
Sabine Habert, Laurence Mosseri
September 1990 **ACM SIGPLAN Notices , Proceedings of the European conference on object-oriented programming on Object-oriented programming systems, languages, and applications**, Volume 25 Issue 10
Full text available: pdf(1.04 MB) Additional Information: full citation, abstract, references, citings, index terms

The Chorus Object-Oriented Layer (COOL) is an extension of the facilities provided by the Chorus distributed operating system with additional functionality for the support of object-oriented environments. This functionality is realized by a layer built on top of the Chorus V3 Nucleus, which extends the Chorus interface with generic functions for object management: creation, deletion, storage, remote invocation and migration. One major goal of this approach was to explore the feasibility of ...

15 The UNIX time-sharing system
Dennis M. Ritchie, Ken Thompson
July 1974 **Communications of the ACM**, Volume 17 Issue 7
Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, citings, index terms

UNIX is a general-purpose, multi-user, interactive operating system for the Digital Equipment Corporation PDP-11/40 and 11/45 computers. It offers a number of features seldom found even in larger operating systems, including: (1) a hierarchical file system incorporating demountable volumes; (2) compatible file, device, and inter-process I/O; (3) the ability to initiate asynchronous processes; (4) system command language selectable on a per-user basis; and (5) over 100 subsystems including a ...

Keywords: PDP-11, command language, file system, operating system, time-sharing

16 Reliability experience with Chi/OS
W. C. Lynch, J. W. Langner, M. S. Schwartz
April 1975 **ACM SIGPLAN Notices , Proceedings of the international conference on Reliable software**, Volume 10 Issue 6
Full text available: pdf(560.64 KB) Additional Information: full citation, abstract, references, index terms

The Chi/OS operating system, the latest large scale software effort of Chi Corporation, has had an excellent reliability record since its installation in November, 1973. Although the system design is vital to the reliability of Chi/OS, several environmental factors are equally vital. After a brief presentation of the substantial work load supported by Chi/OS, this paper deals with those environmental factors which contribute to the reliability of the software.

Keywords: Design environment, Development environment, INCLUDE mechanism, Implementation language, Operational environment, Small group of highly skilled systems programmers, Systems programming apprenticeship

17 Debugging systems at the source language level
H. Earl Ferguson
August 1963 **Communications of the ACM**, Volume 6 Issue 8
Full text available: pdf(487.20 KB) Additional Information: full citation, references, citings

18 Extensibility safety and performance in the SPIN operating system
B. N. Bershad, S. Savage, P. Pardyak, E. G. Sirer, M. E. Fiuczynski, D. Becker, C. Chambers, S. Eggers
December 1995 **ACM SIGOPS Operating Systems Review , Proceedings of the fifteenth ACM symposium on Operating systems principles**, Volume 29 Issue 5
Full text available: pdf(2.32 MB) Additional Information: full citation, references, citings, index terms

19 How to tell if a programming language is OK: what's wrong with basic for teaching business students how to program?
James H. Blaisdell, Ann Burroughs
September 1985 **ACM SIGCSE Bulletin**, Volume 17 Issue 3
Full text available: pdf(371.05 KB) Additional Information: full citation, index terms

20 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

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1 Machine Translation: its history, current status, and future prospects
Jonathan Slocum
July 1984

Full text available: pdf(1.69 MB) Publisher Site Additional Information: full citation, abstract, references, citings

Elements of the history, state of the art, and probable future of Machine Translation (MT) are discussed. The treatment is largely tutorial, based on the assumption that this audience is, for the most part, ignorant of matters pertaining to translation in general, and MT in particular. The paper covers some of the major MT R&D groups, the general techniques they employ(ed), and the roles they play(ed) in the development of the field. The conclusions concern the seeming permanence of the translat ...

2 On the Correctness of Semantic-Syntax-Directed Translations
Ramachandran Krishnaswamy, Arthur B. Pyster
April 1980 **Journal of the ACM (JACM)**, Volume 27 Issue 2

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references, citings, index terms

The correctness of semantic-syntax-directed translators (SSDTs) is examined. SSDTs are a generalization of syntax-directed translators in which semantic information is employed to partially direct the translator. Sufficient conditions for an SSDT to be "semantic-preserving," or "correct," are presented. A further result shows that unless certain conditions are met, it is undecidable, in general, whether an SSDT is semantic-preserving.

3 Curriculum 68: Recommendations for academic programs in computer science: a report of the ACM curriculum committee on computer science
William F. Atchison, Samuel D. Conte, John W. Hamblen, Thomas E. Hull, Thomas A. Keenan, William B. Kehl, Edward J. McCluskey, Silvio O. Navarro, Werner C. Rheinboldt, Earl J. Schweppe, William Viavant, David M. Young
March 1968 **Communications of the ACM**, Volume 11 Issue 3

Full text available: pdf(6.63 MB) Additional Information: full citation, references, citings

Keywords: computer science academic programs, computer science bibliographies, computer science courses, computer science curriculum, computer science education, computer science graduate programs, computer science undergraduate programs

4 Design technologies: A software reverse engineering experience
Erich Buss, John Henshaw
October 1991 **Proceedings of the 1991 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(1.19 MB) Additional Information: full citation, abstract, references, citings

This paper reviews the progress-to-date of the application of program reverse engineering technologies to a large-scale legacy software product. Basic reverse engineering concepts and a project overview are outlined, followed by a description of the legacy software product, the reverse engineering toolkit used, and analysis and discussion of the experiences so far. Future research directions and summary comments are then detailed.

5 Special issues on machine translation: A survey of machine translation: its history, current status, and future prospects
Jonathan Slocum
January 1985 **Computational Linguistics**, Volume 11 Issue 1

Full text available: pdf(2.12 MB) Publisher Site Additional Information: full citation, abstract, references, citings, review

Elements of the history, state of the art, and probable future of Machine Translation (MT) are discussed. The treatment is largely tutorial, based on the assumption that this audience is, for the most part, ignorant of matters pertaining to translation in general, and MT in particular. The paper covers some of the major MT R&D groups, the general techniques they employ(ed), and the roles they play(ed) in the development of the field. The conclusions concern the seeming permanence of the translat ...

6 Ada as a software transition tool
Gary L. Filipski, Donald R. Moore, John E. Newton
November 1980 **ACM SIGPLAN Notices , Proceeding of the ACM-SIGPLAN symposium on Ada programming language**, Volume 15 Issue 11

Full text available: pdf(617.17 KB) Additional Information: full citation, abstract, references

Our agency plans to use the Ada programming language as a vehicle to transport a locally written inquiry system from Burroughs' equipment to another vendor's hardware. This is being done in the following manner. A bootstrap Ada translator has been written in Pascal to generate Burroughs' ALGOL. The Ada translator will be rewritten into Ada from ALGOL and executed on the current Burroughs' machine. When the new hardware is selected, the Ada translator will be retargeted to generate an efficient I ...

7 APL2M: Cross-computer software for straightforward language definition and code generation
Jean A.P.L. Rohmer
May 1979 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL: part 1**, Volume 9 Issue 4

Full text available: pdf(532.03 KB) Additional Information: full citation, abstract, references, index terms

We propose a modern software strategy based upon an unorthodox use of APL, permitting the adaptation of our system both upwards (new applications) and downwards (new processors). The tactic is the exploitation of APL not as a programming language but as a language for a macrogenerator. The purpose of this paper is twofold: first it explains to APL programmers how they can use this language to write assemblers, compilers in a very simple and pleasant manner; second it ...

8 WREN---an environment for component-based development

Chris Lüer, David S. Rosenblum
September 2001 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 26 Issue 5

Full text available: pdf(590.37 KB) Additional Information: full citation, abstract, references, citings, index terms

Prior research in software environments focused on three important problems---tool integration, artifact management, and process guidance. The context for that research, and hence the orientation of the resulting environments, was a traditional model of development in which an application is developed completely from scratch by a single organization. A notable characteristic of component-based development is its emphasis on integrating independently developed components produced by multiple orga ...

Keywords: Java, Java Beans, component-based software engineering, software components, software environments

9 Component-based software development: implications for documentation
Robin Green
October 1999 **Proceedings of the 17th annual international conference on Computer documentation**

Full text available: pdf(695.09 KB) Additional Information: full citation, abstract, citings, index terms

The progressive shortening of software development cycles has led software vendors to seek new ways of delivering their product to the customer. When a software product is updated every two or three months, delivering the product only on CD is not a viable alternative. For projects such as IBM VisualAge® for Java™, where a component-based strategy has been chosen for delivering software function, an equivalent strategy must be devised for delivering product documentation. This pap ...

Keywords: componentization, help system, navigation

10 XML templates and caching in WASH
Peter Thiemann
August 2003 **Proceedings of the ACM SIGPLAN workshop on Haskell**

Full text available: pdf(129.06 KB) Additional Information: full citation, abstract, references, index terms

Caching of documents is an important concern on the Web. It is a major win in all situations where bandwidth is limited. Unfortunately, the increasing spread of dynamically generated documents seriously hampers traditional caching techniques in browsers and on proxy servers.WASH/CGI is a Haskell-based domain specific language for creating interactive Web applications. The Web pages generated by a WASH/CGI application are highly dynamic and cannot be cached with traditional means.We show how to I ...

Keywords: annotated languages, caching, web programming

11 APL2M-a general computer-aided software engineering environment for mini and microcomputers
Jean Rohmer
September 1979 **Proceedings of the 4th international conference on Software engineering**

Full text available: pdf(484.78 KB) Additional Information: full citation, abstract, references, index terms

This paper explains how to use APL to build assemblers, PASCAL-like dialects, or special purpose languages. Our technique is to use APL not as a programming language but as an interactive software engineering environment Our experience is that modern programming techniques like extendibility, program and data structuring can be made available to mini and microcomputer programmers at a minimum expense and very quickly.

12 Cooking with Linux: exploring strange new languages
Marcel Gagné
July 2003 **Linux Journal**, Volume 2003 Issue 111

Full text available: html(12.44 KB) Additional Information: full citation

13 An extensible knowledge base management system for supporting rule-based interoperability among heterogeneous systems
Stanley Y. W. Su, Herman Lam, Javier Arroyo-Figueroa, Tsae-Feng Yu, Zhidong Yang
December 1995 **Proceedings of the fourth international conference on Information and knowledge management**

Full text available: pdf(1.17 MB) Additional Information: full citation, references, index terms

14 A virtual operating system
Dennis E. Hall, Deborah K. Scherrer, Joseph S. Sventek
September 1980 **Communications of the ACM**, Volume 23 Issue 9

Full text available: pdf(931.86 KB) Additional Information: full citation, abstract, references, citings

Moving to a new system is costly and error-prone. The problem can be reduced through use of a virtual operating system that disentangles computing environments from their underlying operating systems. The authors report on their successful experience in doing this and achieving inter-system uniformity at all three levels of user interface: virtual machine, utilities, and command language.

Keywords: command languages, computing environments, functional equivalence of operating systems, moving costs, operating systems, system utilities, user interface, user mobility, virtual machines

15 Is APL2 a competitive language for international Olympiads in informatics
I. Mironov, V. Bargachev
August 1994 **ACM SIGAPL APL Quote Quad , Proceedings of the international conference on APL : the language and its applications: the language and its applications**, Volume 25 Issue 1

Full text available: pdf(696.52 KB) Additional Information: full citation, index terms

16 A progress report on the Desperanto research project: software support for distributed processing
Sandra A. Mamrak, Dennis Leinbaugh, Toby S. Berk
January 1983 **ACM SIGOPS Operating Systems Review**, Volume 17 Issue 1

Full text available: pdf(471.34 KB) Additional Information: full citation, abstract, references, citings

The Desperanto research project has been investigating topics in the area of distributed computing systems since the Fall of 1980. The project addresses problems that arise in the

design and implementation of software support for general-purpose resource sharing in networks consisting of heterogeneous nodes. Thus it is most closely related to the prototype RSEXEC system [19], the National Software Works project [2], Rochester's Intelligent Gateway [8] and the Livermore Network Communications sys ...

17 Bridging the digital divide in South Africa
Linda Martindale
November 2002 **Linux Journal**, Volume 2002 Issue 103
Full text available: html(14.97 KB) Additional Information: full citation, abstract, index terms

When you have to localize both Mozilla and OpenOffice, do you have to teach your translators two sets of tools? No--just use KDE's KBabel.

18 P4: Successfully crossing the language translation divide
David W. Dilts
October 2001 **Proceedings of the 19th annual international conference on Computer documentation**
Full text available: pdf(218.59 KB) Additional Information: full citation, references, citings, index terms

19 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Computer Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3
Full text available: pdf(9.03 MB) Additional Information: full citation, references

20 Basic graphics software
Jon A. Meads
September 1973 **ACM SIGGRAPH Computer Graphics**, Volume 7 Issue 3
Full text available: pdf(786.13 KB) Additional Information: full citation, abstract, references, citings

Basic graphics software is system software for the application programmer designed to relieve him of the need for intimate knowledge of graphic devices. Ideally basic graphics software would be a common package for all users. However a more feasible approach would be to define distinct functions which should be common to the many packages which must be developed.

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1 Information technology, process reengineering, and performance measurement: a balanced scorecard analysis of Compaq computer corporation
William F. Wright, Rodney Smith, Ryan Jesser, Mark Stupeck
February 1999 **Communications of the AIS**
Full text available: pdf(284.66 KB) Additional Information: full citation, references, index terms

2 Meeting the needs (and preferences) of a diverse World Wide Web audience
Debbie Hysell
September 1998 **Proceedings of the 16th annual international conference on Computer documentation**
Full text available: pdf(1.03 MB) Additional Information: full citation, references, citings, index terms

Keywords: OCLC, Web customization, Web personalization, Web site management

3 Specification-based testing of synchronous software
Ioannis Parissis, Farid Ouabdesselam
October 1996 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 4th ACM SIGSOFT symposium on Foundations of software engineering**, Volume 21 Issue 6
Full text available: pdf(912.85 KB) Additional Information: full citation, abstract, references, citings, index terms

Synchronous programming makes the implementation of reactive software easier and safer. Automatic formal verification methods based on model-checking have been developed within the synchronous approach to prove the satisfaction by the software of safety properties. But these methods often require huge memory or time amounts. As a solution to that problem we propose a set of formally defined testing techniques allowing for automatic test data generation. These techniques can be used independently ...

4 Concurrent object-oriented programming
Gul Agha
September 1990 **Communications of the ACM**, Volume 33 Issue 9
Additional Information: full citation, abstract, references, citings, index

Full text available: pdf(2.06 MB) terms

Three significant trends have underscored the central role of concurrency in computing. First, there is increased use of interacting processes by individual users, for example, application programs running on X windows. Second, workstation networks have become a cost-effective mechanism for resource sharing and distributed problem solving. For example, loosely coupled problems, such as finding all the factors of large prime numbers, have been solved by utilizing ideal cycles on networks of ...

5 Machine Translation: its history, current status, and future prospects
Jonathan Slocum
July 1984

Full text available: pdf(1.69 MB) Additional Information: full citation, abstract, references, citings
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Elements of the history, state of the art, and probable future of Machine Translation (MT) are discussed. The treatment is largely tutorial, based on the assumption that this audience is, for the most part, ignorant of matters pertaining to translation in general, and MT in particular. The paper covers some of the major MT R&D groups, the general techniques they employ(ed), and the roles they play(ed) in the development of the field. The conclusions concern the seeming permanence of the translat ...

6 Special issues on machine translation: A survey of machine translation: its history, current status, and future prospects
Jonathan Slocum
January 1985 **Computational Linguistics**, Volume 11 Issue 1

Full text available: pdf(2.12 MB) Additional Information: full citation, abstract, references, citings, review
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Elements of the history, state of the art, and probable future of Machine Translation (MT) are discussed. The treatment is largely tutorial, based on the assumption that this audience is, for the most part, ignorant of matters pertaining to translation in general, and MT in particular. The paper covers some of the major MT R&D groups, the general techniques they employ(ed), and the roles they play(ed) in the development of the field. The conclusions concern the seeming permanence of the translat ...

7 Status report of the graphic standards planning committee
Computer Graphics staff
August 1979 **ACM SIGGRAPH Computer Graphics**, Volume 13 Issue 3

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8 Status report of the graphic standards planning committee of ACM/SIGGRAPH: State-of-the-art of graphic software packages
Computer Graphics staff
September 1977 **ACM SIGGRAPH Computer Graphics**, Volume 11 Issue 3

Full text available: pdf(9.03 MB) Additional Information: full citation, references

9 UTLB: a mechanism for address translation on network interfaces
Yuqun Chen, Angelos Bilas, Stefanos N. Damianakis, Cezary Dubnicki, Kai Li
October 1998 **Proceedings of the eighth international conference on Architectural support for programming languages and operating systems**, Volume 33 , 32

Issue 11 , 5

Full text available: pdf(1.76 MB) Additional Information: full citation, abstract, references, citings, index terms

An important aspect of a high-speed network system is the ability to transfer data directly between the network interface and application buffers. Such a *direct data path* requires the network interface to "know" the virtual-to-physical address translation of a user buffer, *i.e.*, the physical memory location of the buffer. This paper presents an efficient address translation architecture, User-managed TLB (UTLB), which eliminates system calls and device interrupts from the common co ...

10 Dynamic translation: Retargetable and reconfigurable software dynamic translation

K. Scott, N. Kumar, S. Velusamy, B. Childers, J. W. Davidson, M. L. Soffa

March 2003 **Proceedings of the international symposium on Code generation and optimization: feedback-directed and runtime optimization**

Full text available: pdf(1.14 MB) Publisher Site Additional Information: full citation, abstract, references, index terms

Software dynamic translation (SDT) is a technology that permits the modification of an executing program's instructions. In recent years, SDT has received increased attention, from both industry and academia, as a feasible and effective approach to solving a variety of significant problems. Despite this increased attention, the task of initiating a new project in software dynamic translation remains a difficult one. To address this concern, and in particular, to promote the adoption of SDT techn ...

11 A perspective on machine translation: theory and practice

Allen B. Tucker

April 1984 **Communications of the ACM**, Volume 27 Issue 4

Full text available: pdf(650.56 KB) Additional Information: full citation, references, citings, index terms

Keywords: automatic translation, knowledge representation, machine translation, machine-aided translation, natural language processing, text processing

12 Machine translation and tools: Zero pronoun resolution in a Japanese to English machine translation system by using verbal semantic attributes

Hiromi Nakaiwa, Satoru Ikehara

March 1992 **Proceedings of the third conference on Applied natural language processing**

Full text available: pdf(821.75 KB) Publisher Site Additional Information: full citation, abstract, references, citings

A method of anaphoral resolution of zero pronouns in Japanese language texts using the verbal semantic attributes is suggested. This method focuses attention on the semantic attributes of verbs and examines the context from the relationship between the semantic attributes of verbs governing zero pronouns and the semantic attributes of verbs governing their referents. The semantic attributes of verbs are created using 2 different viewpoints: dynamic characteristics of verbs and the relationship o ...

13 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(4.21 MB) Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

14 P4: Successfully crossing the language translation divide
David W. Dilts
October 2001 **Proceedings of the 19th annual international conference on Computer documentation**
Full text available: pdf(216.59 KB) Additional Information: full citation, references, citings, index terms

15 Hypermedia & TAL: The KANT system: fast, accurate, high-quality translation in practical domains
Eric H. Nyberg, Teruko Mitamura
August 1992 **Proceedings of the 14th conference on Computational linguistics - Volume 3**
Full text available: pdf(357.12 KB) Additional Information: full citation, abstract, references, citings

Knowledge-based interlingual machine translation systems produce semantically accurate translations, but typically require massive knowledge acquisition. Ongoing research and development at the Center for Machine Translation has focussed on reducing this requirement to produce large-scale practical applications of knowledge-based MT. This paper describes KANT, the first system to combine principled source language design, semi-automated knowledge acquisition, and knowledge compilation techniques ...

16 Translating among processable multi-media document formats using ODA
Jonathan Rosenberg, Mark S. Sherman, Ann Marks, Frank Giufrida
January 2000 **Proceedings of the ACM conference on Document processing systems**
Full text available: pdf(730.38 KB) Additional Information: full citation, references, citings, index terms

17 Views in a large-scale XML repository
Vincent Aguilera, Sophie Cluet, Tova Milo, Pierangelo Veltri, Dan Vodislav
November 2002 **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 11 Issue 3
Full text available: pdf(241.60 KB) Additional Information: full citation, abstract, citings, index terms

We are interested in defining and querying views in a huge and highly heterogeneous XML repository (Web scale). In this context, view definitions are very large, involving lots of sources, and there is no apparent limitation to their size. This raises interesting problems that we address in the paper: (i) how to distribute views over several machines without having a negative impact on the query translation process; (ii) how to quickly select the relevant part of a view given a query; (iii) how ...

Keywords: Query evaluation, Semantic integration, Views, Warehouse, XML

18 Session 4: Attributed grammars for query language translations
C. M. R. Kintala
March 1983 **Proceedings of the 2nd ACM SIGACT-SIGMOD symposium on Principles of database systems**

Full text available: pdf(965.64 KB) Additional Information: full citation, abstract, references

Systems which translate queries written using a high-level conceptual model of a database into sequences of commands based on another model of the database are studied here. We take the view that these translators are similar to, albeit simpler than, the compilers for programming languages. Motivated by the recent interest in describing *all* the aspects of a compiler by an attributed grammar, we specify the formal syntax and semantics of two working database translators using attributed gr ...

19 Zones, contracts and absorbing changes: an approach to software evolution

Huw Evans, Peter Dickman

October 1999 **ACM SIGPLAN Notices , Proceedings of the 14th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**, Volume 34 Issue 10

Full text available: pdf(2.46 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a novel approach to managing the evolution of distributed, persistent systems at run-time. This is achieved by partitioning a system into disjoint zones, each of which can be evolved without affecting code in any other. Contracts are defined between zones, making type-level interdependencies and inter-zone communication explicit. Programmer supplied code is added to the running system, at the boundary between zones, to constrain the sco ...

20 Implementation consideration for machine translation

Allen B. Tucker, Giuliano Gnugnoli, Long Vo Nguyen, Bedrich Chaloupka

January 1978 **Proceedings of the 1978 annual conference - Volume 2**

Full text available: pdf(503.52 KB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes the implementation and operational features of a machine translation (MT) system for Spanish and English text. Sample translations from Spanish to English and English to Spanish are illustrated. The system's computer hardware and software requirements are also presented, along with an assessment of the ongoing machine dictionary management requirements.

Keywords: Idiomatic expressions, Information retrieval, Language translation and linguistics, Machine dictionary, Resolution of syntactic ambiguities

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1 Computer Graphics Building Definition System
Jeffrey Z. Gingerich
June 1973 **Proceedings of the 10th workshop on Design automation**
Full text available: pdf(1.12 MB) Additional Information: full citation, abstract, index terms

In the Architectural field many computer programs exist for design aid. They vary from space allocation algorithms to structural analysis and computer graphic design. More often than not, these programs are independent. Even though most of the architectural programs use similar data in describing buildings and/or parts of buildings and its systems, they very seldom have compatible formats. Therefore, to run a program the user must redescribe the building and/or its parts. If a fi ...

2 HFS: a performance-oriented flexible file system based on building-block compositions
Orran Krieger, Michael Stumm
August 1997 **ACM Transactions on Computer Systems (TOCS)**, Volume 15 Issue 3
Full text available: pdf(383.87 KB) Additional Information: full citation, abstract, references, citings, index terms, review

The Hurricane File System (HFS) is designed for (potentially large-scale) shared-memory multiprocessors. Its architecture is based on the principle that, in order to maximize performance for applications with diverse requirements, a file system must support a wide variety of file structures, file system policies, and I/O interfaces. Files in HFS are implemented using simple building blocks composed in potentially complex ways. This approach yields great flexibility, allowing an application ...

Keywords: customization, data partitioning, data replication, flexibility, parallel computing, parallel file system

3 A case study in system integration using the Build approach
David J. Schultz
January 1979 **Proceedings of the 1979 annual conference**
Full text available: pdf(861.31 KB) Additional Information: full citation, abstract, references, citings, index terms

An approach to software system integration used at Computer Sciences Corporation (CSC) is described and compared with established approaches to system integration. The approach presented here is evolutionary in nature: system functions are integrated and demonstrated

to the customer in a series of successive system increments referred to as "Builds". The order of integration is essentially top-down with vertical slicing, i.e., functional capabilities are demonstrated to the cust ...

4 STiNG: a CC-NUMA computer system for the commercial marketplace

Tom Lovett, Russell Clapp

May 1996 **ACM SIGARCH Computer Architecture News , Proceedings of the 23rd annual international symposium on Computer architecture**, Volume 24 Issue 2

Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, citings, index terms

"STiNG" is a Cache Coherent Non-Uniform Memory Access (CC-NUMA) Multiprocessor designed and built by Sequent Computer Systems, Inc. It combines four processor Symmetric Multi-processor (SMP) nodes (called Quads), using a Scalable Coherent Interface (SCI) based coherent interconnect. The Quads are based on the Intel P6 processor and the external bus it defines. In addition to 4 P6 processors, each Quad may contain up to 4 GBytes of system memory, 2 Peripheral Component Interface (PCI) busses for ...

5 Technical contributions: BUILD: a primitive approach to the design of computer languages and their translators

Richard K. Bennett

July 1976 **ACM SIGPLAN Notices**, Volume 11 Issue 7

Full text available: pdf(642.26 KB) Additional Information: full citation, abstract, references

The traditional approach to computer language design has been to design one language at a time. This approach has led to languages which are syntactally complex and incompatible with one another. The proposed approach develops a language base, utilizing primitive language forms, upon which new languages may be built for all purposes. The resulting languages may possess diverse vocabulary and characteristics, but they are unified by the grammar of the language base upon which they are built, and ...

Keywords: Asscmblers, Compilers, Computer Languages, Extensible Languages, Language Base, Language Definition, Languages, Programming Languages, Translators

6 CAS/PI: a portable and extensible interface for computer algebra systems

Norbert Kajler

August 1992 **Papers from the international symposium on Symbolic and algebraic computation**

Full text available: pdf(1.24 MB) Additional Information: full citation, references, citings, index terms

Keywords: CAS/PI, Centaur, computer algebra, software bus, software engineering, tool integration, user interface

7 Human-computer interface development: concepts and systems for its management

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available: pdf(7.97 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Human-computer interface management, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling,

representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

8 A system-based sequence of closed labs for computer systems organization
Brenda C. Parker, Peter G. Drexel
March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education**, Volume 28 Issue 1
Full text available: pdf(444.11 KB) Additional Information: full citation, abstract, references, citings, index terms

The closed-lab environment has been used successfully in the Computer Science curriculum. This paper proposes a set of laboratories, that combine the use of hands-on techniques and logic simulation. During a semester, students in Computer Systems Organization classes design and implement a working model of a complete system: OBC.

9 KICS: a knowledge-intensive case-based reasoning system for statutory building regulations and case histories
Soon-Ae Yang, Dave Robertson, John Lee
August 1993 **Proceedings of the fourth international conference on Artificial intelligence and law**
Full text available: pdf(1.01 MB) Additional Information: full citation, abstract, references, index terms

There have been several knowledge-based systems for statutory building regulations during the last decade, such as Fenves et al's systems using the SASE model, Stone and Wilcox's system using a rule-based approach, and Waard's system using Cornick et al;'s model-based approach. However, they take into account only one side of building regulations, considering them only in the context of design systems and ignoring the existence of case histories. Building r ...

10 HFS: a performance-oriented flexible file system based on building-block compositions
Orran Krieger, Michael Stumm
May 1996 **Proceedings of the fourth workshop on I/O in parallel and distributed systems: part of the federated computing research conference**
Full text available: pdf(1.83 MB) Additional Information: full citation, references, citings, index terms

11 A heathkit approach for computer-aided comparison of building alternatives
R. Dunning Roberts
June 1972 **Proceedings of the 9th workshop on Design automation**
Full text available: pdf(772.89 KB) Additional Information: full citation, abstract, references, index terms

COMPUCON, "Computer Aided Information System for Component Construction", utilizes the Heathkit concept in its development incorporating a 'circuit board' into which are plugged a series of program modules. Three dimensional graphic representations are generated in conjunction with pertinent physical, performance, and cost criteria. Three configurations are developed and compared, assisting in the evaluation of tradeoffs between the ...

12 Object-oriented computer architectures for new generation of applications
Ramesh K. Karne
December 1995 **ACM SIGARCH Computer Architecture News**, Volume 23 Issue 5
Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, index terms

Since the inception of von-Neumann architecture for computer design, there has been no new paradigms or revolutions in computer architectures. Computer applications have been increasing at an exponential rate, however, the basic computer architectures remained the

same. The conventional computer architectures, which are based on primitive building blocks including arithmetic logic units, floating point processor units, logical shift units, and register file units created tremendous ...

13 The Soviet Bloc's Unified System of Computers
N. C. Davis, S. E. Goodman
June 1978 **ACM Computing Surveys (CSUR)**, Volume 10 Issue 2
Full text available: pdf(2.76 MB) Additional Information: full citation, references, citings, index terms

14 Computer-based systems for cooperative work and group decision making
Kenneth L. Kraemer, John Leslie King
July 1988 **ACM Computing Surveys (CSUR)**, Volume 20 Issue 2
Full text available: pdf(3.56 MB) Additional Information: full citation, abstract, references, citings, index terms

Application of computer and communications technology to cooperative work and group decision making has grown out of three traditions: computer-based communications, computer:based information service provision, and computer-based decision support. This paper reviews the group decision support systems (GDSSs) that have been configured to meet the needs of groups at work, and evaluates the experience to date with such systems. Progress with GDSSs has proved to be slower than originally antic ...

15 Quasi-real simulation as a tool for the implementation of modular computer systems
N. J. Hadjidakis
March 1979 **Proceedings of the twelfth annual simulation symposium**
Full text available: pdf(442.79 KB) Additional Information: full citation, abstract, references, index terms

As a result of the appearance of microprocessors, one of the important trends in actual computer architecture is the breakage of computer systems into special function processors. Accordingly, new methods and tools are developed to design and realize these systems. Quasi-real simulation appears as a design tool insuring the cooperation between a simulated part of a system and its wired parts, in such a manner that its constructor may have an idea of the ...

16 Building expert systems through the integration of mental models
Z. Chen
June 1988 **Proceedings of the first international conference on Industrial and engineering applications of artificial intelligence and expert systems - Volume 2**
Full text available: pdf(665.59 KB) Additional Information: full citation, references, index terms

17 Some Computer Aided Engineering System design principles
Henry L. Nattrass, Glen K. Okita
June 1983 **Proceedings of the 20th conference on Design automation**
Full text available: pdf(637.63 KB) Additional Information: full citation, abstract, references, citings, index terms

Engineering design is a human activity which is becoming increasingly reliant on computer systems programmed to support design processes. The builders of such Computer Aided Engineering (CAE) Systems have many problems to solve and this paper looks at some of the principles involved. A model capable of describing the work of the designer is proposed and placed in the context of computer systems. This model is then used to classify basic

design activities and leads to a set of com ...

18 System architectures for computer music
John W. Gordon
June 1985 **ACM Computing Surveys (CSUR)**, Volume 17 Issue 2

Full text available: pdf(4.61 MB) Additional Information: full citation, abstract, references, index terms, review

Computer music is a relatively new field. While a large proportion of the public is aware of computer music in one form or another, there seems to be a need for a better understanding of its capabilities and limitations in terms of synthesis, performance, and recording hardware. This article addresses that need by surveying and discussing the architecture of existing computer music systems. System requirements vary according to what the system will be used for. Common uses for co ...

19 Expert systems: perils and promise
D. G. Bobrow, S. Mittal, M. J. Stefik
September 1986 **Communications of the ACM**, Volume 29 Issue 9

Full text available: pdf(1.77 MB) Additional Information: full citation, abstract, references, citings, index terms, review

Based on a review of some actual expert-system projects, guidelines are proposed for choosing appropriate applications and managing the development process.

20 Walkthrough—a dynamic graphics system for simulating virtual buildings
Frederick P. Brooks
January 1987 **Proceedings of the 1986 workshop on Interactive 3D graphics**

Full text available: pdf(827.42 KB) Additional Information: full citation, abstract, references, citings, index terms

As part of our graphics research into virtual worlds, we are building a tool for an architect and his client to use for rapid prototyping of buildings by visually "walking through" them in order to refine specifications. Our first prototype simulated the new UNC Computer Science building with some 8000 polygons. BSP-tree software on the Adage Ikonas gave a colored, shaded perspective view every 3-5 seconds while the user moved a cursor in real-time over floorplans sho ...

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